

**IN THE CLAIMS:**

The claims are pending as follows:

1. (Cancelled)
2. (Previously Presented) An instructional method according to Claim 30, further comprising a step of utilizing a DVD (digital video disc) system as the electronic means for recording, editing, processing through operations and searching the data of the said examples of individual problem points as well as methods for improvement.
3. (Previously Presented) An instructional method according to Claim 30, further comprising a step of utilizing an Internet system, as the electronic means for recording, editing, processing through operations and searching the data of the said examples of individual problem points as well as methods for improvement.
4. (Previously Presented) An instructional method according to Claim 30, further comprising a step of utilizing a computer system, as the electronic means for recording, editing, processing through operations and searching the data of the said examples of individual problem points as well as methods for improvement.
5. (Previously Presented) An instructional method according to Claim 30, further comprising a step of overlapping lines or grid lines on the performance image corresponding to the clicked problem point and the improved performance image of an instructor as criteria for improvement.
6. (Previously Presented) An instructional method according to Claim 2, further comprising a step of overlapping lines or grid lines on the performance image corresponding to the clicked problem point and the improved performance image of an instructor as criteria for improvement.
7. (Previously Presented) An instructional method according to Claim 3, further comprising a step of overlapping lines or grid lines on the performance image corresponding to the clicked problem point and the improved performance image of an instructor as criteria for improvement.

8. (Previously Presented) An instructional method according to Claim 4, further comprising a step of overlapping lines or grid lines on the performance image corresponding to the clicked problem point and the improved performance image of an instructor as criteria for improvement.
9. (Previously Presented) An instructional method according to Claim 30, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are displayed, respectively, without overlap.
10. (Previously Presented) An instructional method according to Claim 2, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are displayed, respectively, without overlap.
11. (Previously Presented) An instructional method according to Claim 3, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are displayed, respectively, without overlap.
12. (Previously Presented) An instructional method according to Claim 4, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are displayed, respectively, without overlap.
13. (Previously Presented) An instructional method according to Claim 5, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are displayed, respectively, without overlap.
14. (Previously Presented) An instructional method according to Claim 6, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are displayed, respectively, without overlap.
15. (Previously Presented) An instructional method according to Claim 7, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are displayed, respectively, without overlap.

16. (Previously Presented) An instructional method according to Claim 8, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are displayed, respectively, without overlap.
17. (Previously Presented) An instructional method according to Claim 30, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are still images or moving images.
18. (Previously Presented) An instructional method according to Claim 30, wherein the performance image corresponding to the clicked problem point, the improved performance image of an instructor, and said method for overcoming the clicked problem point are recorded on a recording medium as a reference for the learner.
19. (Previously Presented) An instructional method according to Claim 30, wherein said sport is an individual sport including golf, fishing, tennis, or table tennis.
20. (Previously Presented) An instructional method according to Claim 30, wherein said sport is a team sport including baseball, soccer, or basketball.
21. (Previously Presented) An instructional method according to Claim 30, wherein said sport is a combative sport including sumo, wrestling, judo, or boxing.
22. (Previously Presented) An instructional method according to Claim 30, wherein said sport is an outdoor sport including surfing, skiing, skating, or swimming.
23. (Previously Presented) An instructional method according to Claim 30, wherein said sport involves pursuing an object, and said sport is fishing or hunting.
24. (Previously Presented) An instructional method according to Claim 30, wherein said hobby or said amusement game is go, chess, shogi, dance, or billiards.
25. (Previously Presented) An instructional method according to Claim 30, wherein said daily activity is a medical treatment, a beauty treatment, weight training, flower arrangement, floral art, or cooking.

26. (Previously Presented) An instructional method according to Claim 30, wherein the performance image corresponding to the clicked problem point is the most closely approximate image depicting the concrete problem of the learner stored in the electronic means.
27. (Previously Presented) An instructional method according to Claim 26, further comprising steps of:
  - preparing several performance images for each of the basic examples of problem points;
  - displaying several performance images associated with the clicked problem point for the learner to determine the most closely approximate image therein which depicts the concrete problem of the learner.
28. (Previously Presented) An instructional method according to Claim 30, further comprising a step of: taking a performance image of the learner which depicts the concrete problem of the learner as the performance image corresponding to the clicked problem point.
29. (Previously Presented) An instructional method according to Claim 30, wherein the concrete problem of the learner is determined by the learner.
30. (Previously Presented) An instructional method for a sport, a hobby, an amusement game or a daily activity, comprising:
  - displaying a main heading section of a plurality of basic examples of problem points;
  - displaying a concrete subheading section as clicked by a learner on one of the basic examples of problem points;
  - displaying a question form on demand and analyzing entries by the learner addressed to the question form so as to determine a concrete problem of the learner;
  - providing an electronic means for recording, editing and searching one improved performance image of an instructor corresponding a clicked or determined concrete problem point;

displaying said improved performance image of an instructor,  
wherein said electronic means displays the main heading section, the subheading section, the question form including a screen page of a plurality image pairs each corresponding to one of clicked likely problem points, each of the image pairs including an actual performance image of the learner and an improved performance images of an instructor, a performance image corresponding to the clicked or determined concrete problem point, the improved performance image of an instructor, the clicked or determined concrete problem point, and at least one method for overcoming the clicked or determined concrete problem point, and said method is presented in at least one of diagrammatic representation, letters, and speech sound, and

the clicked or determined concrete problem point is a concrete problem of the learner in actually practicing said sport, hobby, an amusement game or a daily activity.

31. (Previously Presented) An instructional system for a sport, a hobby, an amusement game or a daily activity, comprising:

means for displaying a main heading section of a plurality of basic examples of problem points and a concrete subheading section as clicked by a learner on one of the basic examples of problem points;

means for displaying a question form on demand and analyzing entries by the learner addressed to the question form so as to determine a concrete problem of the learner; and

means for recording, editing and searching one improved performance image of an instructor corresponding a clicked or determined concrete problem point, wherein

wherein the means for displaying also displays the question form including a screen page of a plurality image pairs each corresponding to one of clicked likely problem points, each of the image pairs including an actual performance image of the learner and an improved performance images of an instructor, a performance image corresponding to the clicked or determined concrete problem point, the improved performance image of an instructor, the clicked or determined concrete problem point, and at least one method for overcoming the clicked or determined concrete problem point, said method is presented in at least one of diagrammatic representation, letters,

and speech sound, and

the clicked or determined concrete problem point is a concrete problem of the learner in actually practicing said sport, hobby, an amusement game or a daily activity.

32. (Previously Presented) An instructional software embedded on a computer readable medium for a sport, a hobby, an amusement game or a daily activity, comprising:

a module for displaying a main heading section of a plurality of basic examples of problem points and a concrete subheading section as clicked by a learner on one of the basic examples of problem points;

a module displaying a question form on demand and analyzing entries by the learner addressed to the question form so as to determine a concrete problem of the learner; and

a module for recording, editing and searching one improved performance image of an instructor corresponding a clicked or determined concrete problem point, wherein

wherein the module for displaying also displays the question form including a screen page of a plurality image pairs each corresponding to one of clicked likely problem points, each of the image pairs including an actual performance image of the learner and an improved performance images of an instructor, a performance image corresponding to the clicked or determined concrete problem point, the improved performance image of an instructor, the clicked or determined concrete problem point, and at least one method for overcoming the clicked or determined concrete problem point, said method is presented in at least one of diagrammatic representation, letters, and speech sound, and

the clicked or determined concrete problem point is a concrete problem of the learner in actually practicing said sport, hobby, an amusement game or a daily activity.